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(12) UK Patent Application (19) GB (11) 2 254 565 (13) A

(43) Date of A publication 14.10.1992

(21) Application No 9123199.3

(22) Date of filing 01.11.1991

(30) Priority data

(31) 9107592

(32) 10.04.1991

(33) GB

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(51) INT CL⁵

A63F 3/04 3/02 9/00

(52) UK CL (Edition K)

A6H H10X27 H24A H3C1

(56) Documents cited

US 4679797 A
"Trivial Pursuit" (RTM)

(58) Field of search

UK CL (Edition K) A6H H24A
INT CL⁵ A63F 3/04

(54) Apparatus for playing a game

(57) Apparatus for playing a game comprises means for providing a track marked or otherwise sub-divided into a plurality of areas at least some of which are representative of respective times or time intervals. The apparatus further comprises random outcome means and playing pieces to be moved along the track at least partly in accordance with the outcome on the random outcome means. The track is marked or otherwise provided on a board and is of generally polygonal spiral form, with said areas arranged in chronological succession along the track. The apparatus further comprises question cards, timing means, and reaction indicating means for determining and indicating which of a number of players is fastest to indicate a willingness to offer an answer to a question. The means to indicate which player answers first may comprise a cup or chalice with a passage in the bottom and a plurality of balls so dimensioned that only one will fit within the passage.

For portability the game board may be provided as a flexible sheet and a collapsible frame may be provided around one member of which the sheet may be wound for storage.

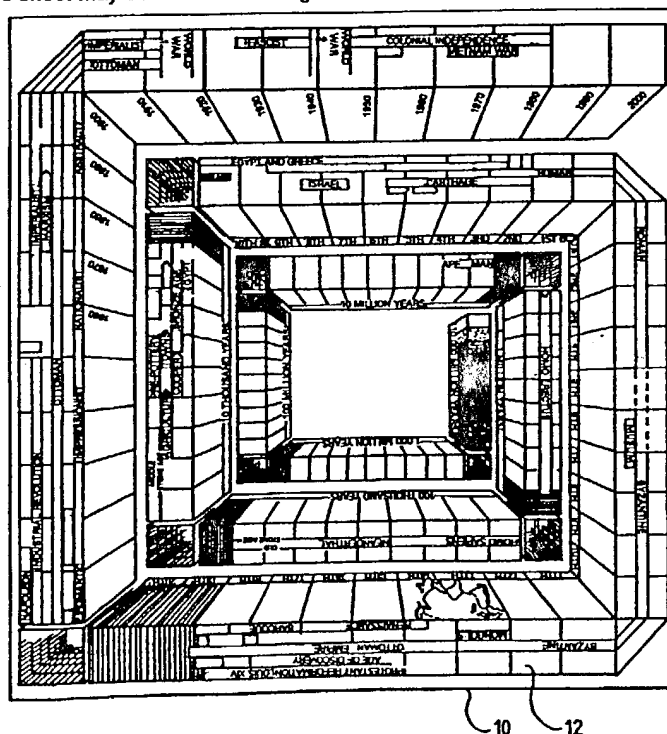
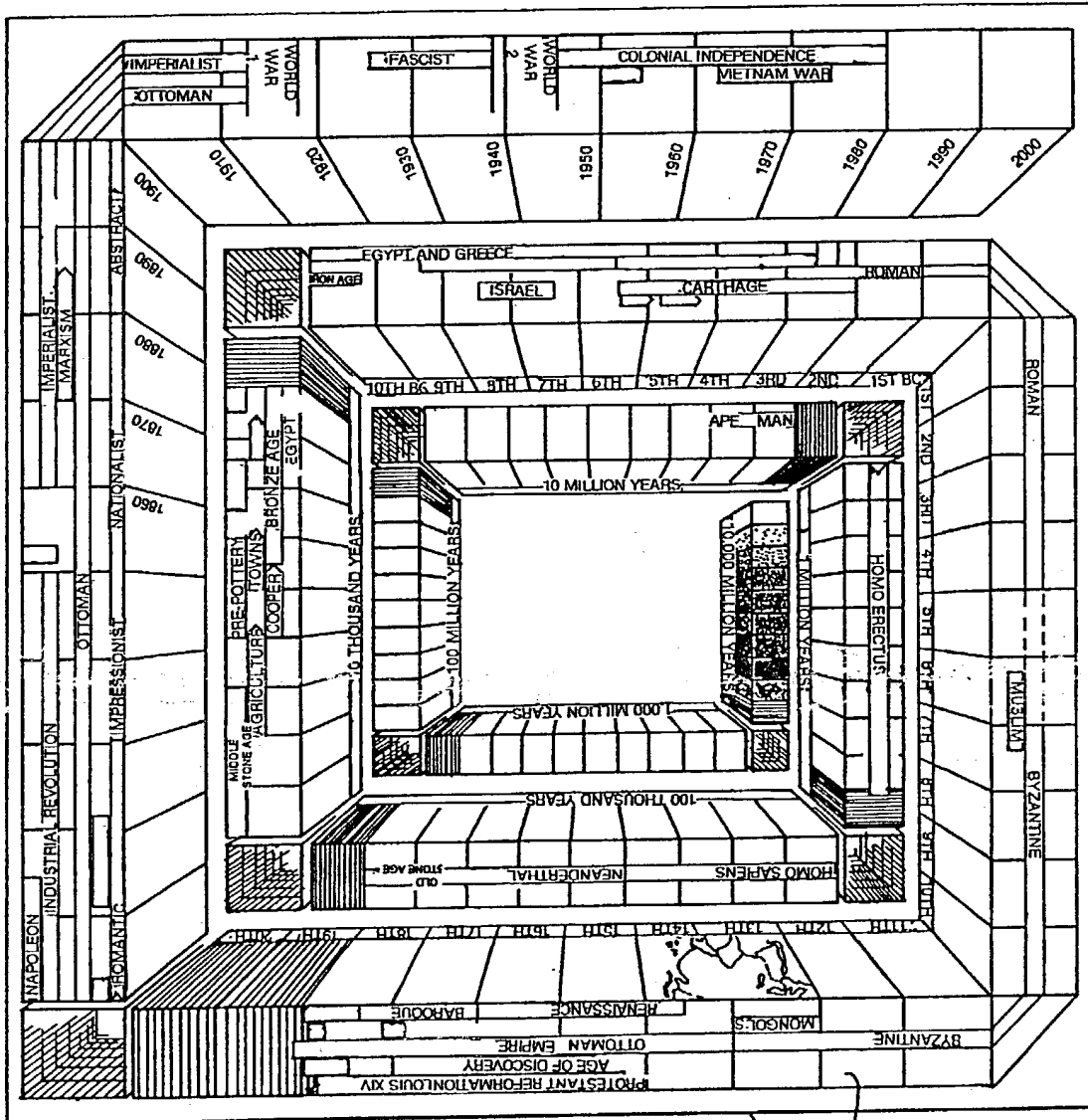


FIG 1

The claims were filed later than the filing date within the period prescribed by Rule 25(1) of the Patents Rules 1990.

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10

12

FIG

1

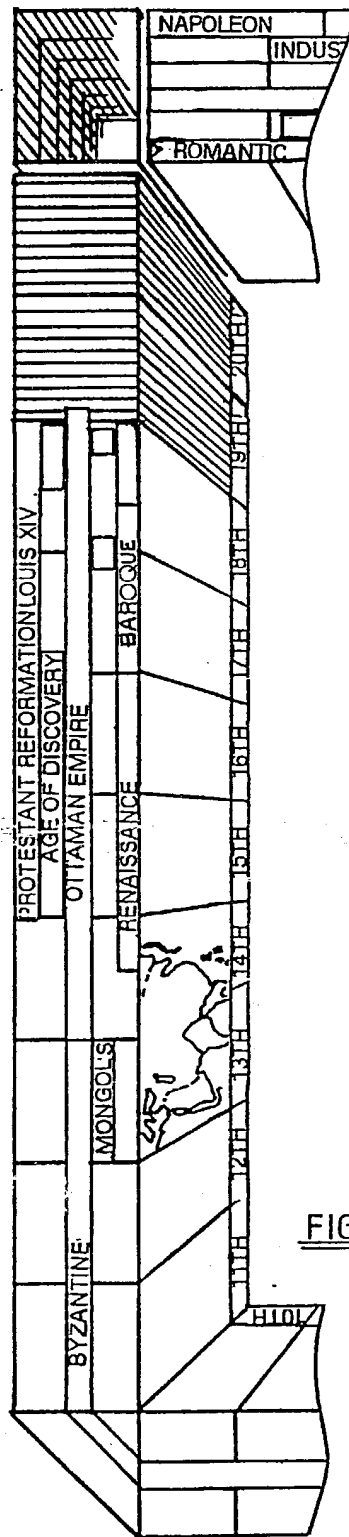


FIG 2

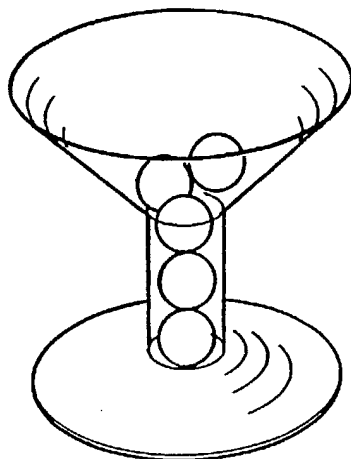


FIG 3

13th CENTURY

Q: (1 point) There is a funeral procession across the desolate steppes of Asia. Every living thing which crosses its path will be killed. Whose funeral is it?

A: Ghengis Khan

Q: (2 points) Who succeeded Ghengis Khan?

a: Ogedei b Mongke c Kublai

A: Ogedei

Q: (3 points) Name one major city which Ghengis Khan razed to the ground

A: Kiev, Peking, Baghdad

BLACK HOLE QUESTION

Q: Why did the Empire of Alexander the Great fall apart just after his death (3rd Century B.C.)

A: Because it was divided amongst his sons.

POINTS: Correct answer: Go back 5 frames
Incorrect answer: Go back 15 frames

FIG 5

TIME COMPRESSION QUESTION

Q: When did the Hindu religion start?

A: 2000 - 3000 B.C.

POINTS: Player: Go back two frames

Fastest Player: Correct answer: add 2 points

Fastest Player: Incorrect answer: deduct 3 points

FIG 6

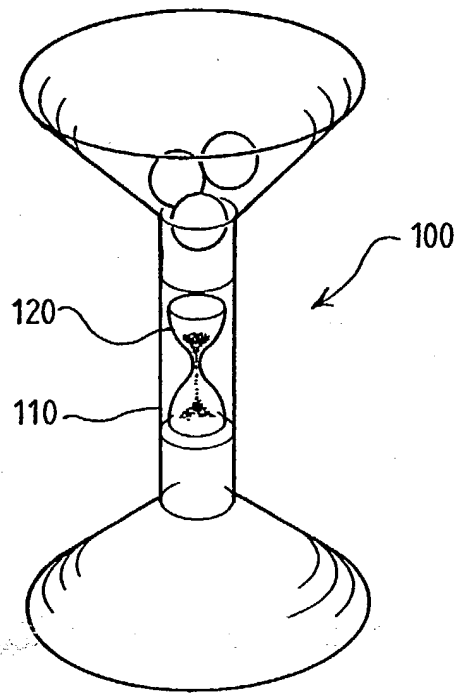
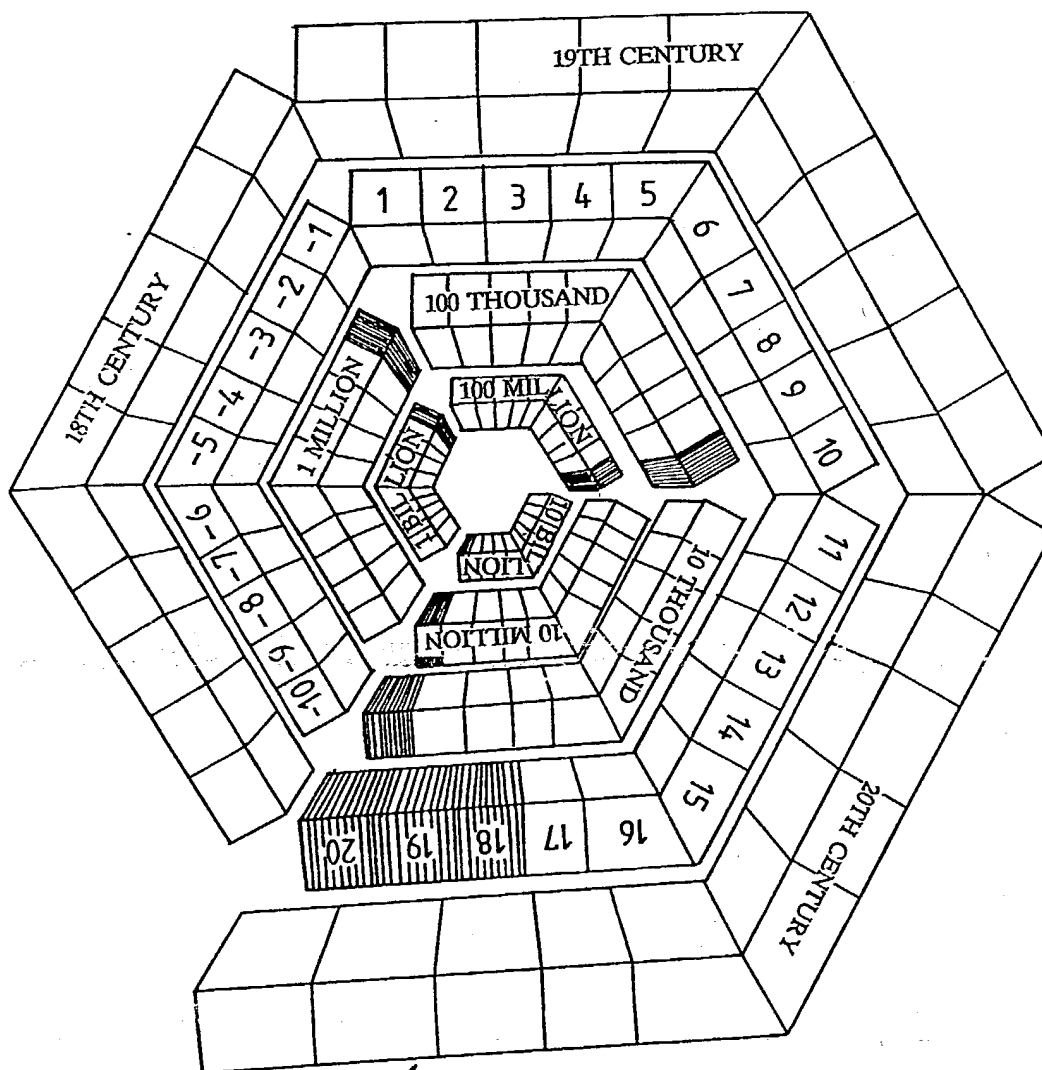


FIG 7



210

FIG 8

FIG 9

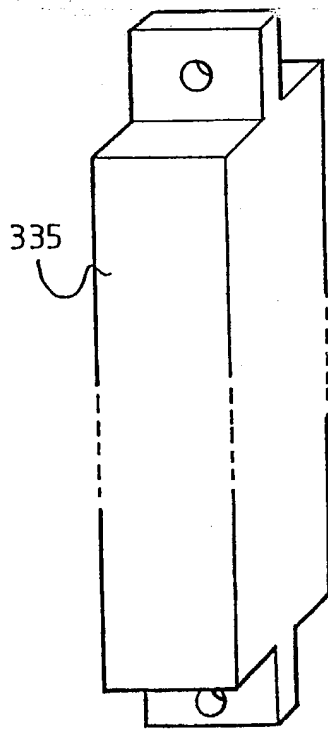
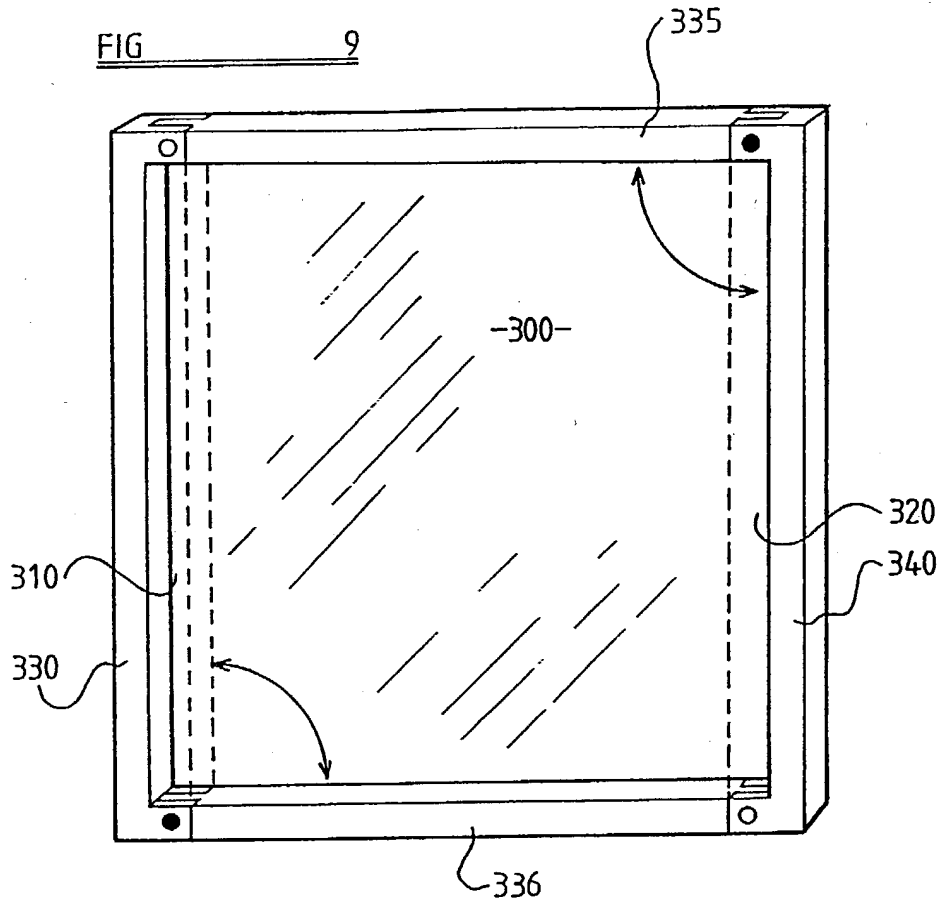


FIG 10

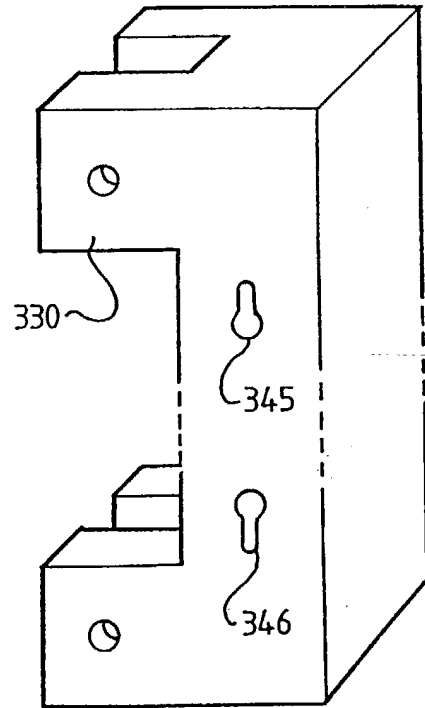


FIG 11

Title: "Apparatus for playing a game"

Description of Invention

This invention relates to apparatus for playing a game

According to a first aspect of the invention, there is provided apparatus for playing a game, the apparatus comprising means for providing a track marked or otherwise sub-divided into a plurality of areas (herein also referred to as "spaces" or "frames") at least some of which are representative of respective times or time intervals.

Preferably said areas, in relation to the times or time intervals represented thereby, are arranged at least substantially in chronological succession along the track.

Thus, travel along the track may simulate travel through time.

Preferably said track is marked or otherwise provided on a board or other playing surface of the apparatus.

Preferably the track represents a period of time commencing at least substantially with the beginning of time and preferably extending at least substantially up to the present day, or represents at least a substantial portion of that period.

Preferably the track is of at least generally spiral form, and preferably is of generally polygonal spiral form.

Preferably the track is sub-divided, along its length, into a plurality of "time blocks" each comprising a respective plurality of said spaces and each block preferably being representative of a respective era of history.

Where such time blocks are provided, and where the track is of generally polygonal spiral form, preferably said time blocks constitute respective at least generally rectilinear "runs" of said generally polygonal spiral.

In relation to one or more of said time blocks, such time block may be representative of a space of a chronologically preceding time block, to an expanded scale.

Preferably said times or time intervals are arranged along the track at least partly in a generally logarithmic manner, preferably such that relatively recent eras of time are represented to a comparatively large scale or scales, compared with eras in the past or distant past.

Preferably the track is labelled such as to identify particular eras or events in history.

Said spaces may be of various different kinds, resulting in different consequences in the event that a playing piece should land upon them.

Preferably the apparatus further comprises random outcome means, for example a die or dice, to be thrown (or otherwise operated) by players in the course of play.

Preferably the apparatus further comprises a plurality of playing pieces to be moved from space to space on the track at least partly in accordance with the outcome on the random outcome means.

The apparatus may comprise a selection of question cards to be drawn by players in the course of the game, and such question cards may be of a number of distinct kinds, to be drawn in accordance with the respective kind of space on which a playing piece lands.

The apparatus may further comprise timing means, such as for limiting the amount of time allowed for players to answer questions.

The apparatus may further comprise reaction indicating means for determining and indicating, at least, which of the players is fastest to indicate a willingness to offer an answer to a question posed to a number of players simultaneously, and preferably being capable of determining and indicating the order of such indications.

Advantageously, such timing means and such reaction indicating means are incorporated in a single device.

According to a second aspect of the invention, there is provided apparatus for playing a game, the apparatus comprising reaction indicating means for determining and indicating, at least, which of a plurality of players is the first

to provide an input in response to a common simultaneous stimulus, the reaction indicating means comprising a receptacle into which players may throw or urge respective distinctive elements, and a collecting region in communication with the receptacle, and in which region the first said element to enter said region, or said elements sequentially, may be collected.

Said elements may for example be differently coloured balls, and said receptacle may be of generally chalice or funnel shape, with said collecting region being formed from an at least partially hollow stem portion thereof.

Preferably timing means, such as for limiting the amount of time allowed for players to respond to such stimulus, may be incorporated in reaction indicating means in accordance with the second aspect of the invention.

Preferably the apparatus in accordance with the first aspect of the invention comprises reaction indicating means in accordance with the second aspect of the invention.

According to a third aspect of the invention, there is provided apparatus for playing a game, the apparatus comprising a game board in the form of a flexible sheet, respective elongate edge members of at least semi-rigid material being provided at opposite edges of said sheet, such that the sheet may be rolled around one or more of said edge members for storage, and transverse elongate members being provided, and being adapted to extend between said elongate edge members, to form an at least substantially closed frame around at least a major portion of said sheet in an opened-out configuration of the sheet.

Preferably each such transverse member is pivotally connected adjacent to one of its ends to a respective one of the edge members, for pivotal movement between an operative transverse position, and a storage position generally parallel to the respective edge member, and preferably in its operative position is releasably engagable with the other edge member.

According to a fourth aspect of the invention, there is provided apparatus in accordance with any one or more of the first, second or third aspects

of the invention, in electronic or electrical form, suitable for the playing of a computer or video game or games or the like.

Embodiments of apparatus in accordance with the invention, for use in playing a game, will now be described, by way of example only, with reference to the accompanying drawings, in which:

Figure 1 is a plan view of a first board of apparatus embodying the invention;

Figure 2 is a plan view to an enlarged scale of a portion, namely one "time block", of the board of Figure 1;

Figure 3 is a perspective side elevational view of a first reaction indicator of or suitable for said apparatus;

Figure 4 illustrates an example of a first kind of question card of the apparatus, for use during normal play, the question format in this example providing some background information, before asking the question or questions;

Figure 5 illustrates an example of a further kind of question card of the apparatus, to be used when a player lands on a "black hole", the questions on these black hole cards being relatively difficult;

Figure 6 illustrates an example of a still further kind of question card of the apparatus, to be used when a player lands on a "time compression" frame, the answer to the question on such a card usually being provided on the board so as to provide a test of mental speed and familiarity with the board, particularly when used in conjunction with a reaction indicator in accordance with the invention;

Figure 7 is a perspective side elevational view of an alternative reaction indicator of or suitable for said apparatus;

Figure 8 is a plan view of an alternative board of apparatus embodying the invention;

Figure 9 is a perspective view of a board of flexible material, such as may if desired be used in the apparatus, in an operative opened-out configuration bounded by a plurality of frame members; and

Figures 10 and 11 are, respectively, a fragmentary front perspective view, and a fragmentary rear perspective view of transverse and edge members respectively of the frame of Figure 9.

Referring first to Figures 1 to 6 of the drawings, the first illustrated embodiment of apparatus in accordance with the invention, for use in playing a game, comprises a board 10, playing pieces (for example counters, not shown) for respective players and random outcome means (for example a die or dice, not shown,) to be thrown (which term includes literal throwing, or other operation of the random outcome means) by players in the course of the game for determining movement of the players playing pieces from space to space ("frame" to "frame") along a track 12 marked on the board, in the course of play.

The board 10, in particular the markings of the track 12, are based upon the history of the world, from the beginning of time to the present day, and the game is intended for recreational and educational purposes.

The track 12 is in the form of a spiral of generally polygonal, and in this example generally rectangular/square form, starting from the beginning of time at its inner extremity, and representing essentially the present day at its outer extremity. Importantly each successive side run or "time block" of the track is (with some exceptions, detailed later) representative of a period of time one tenth that represented by the chronologically preceding "time block" of the track, and in general represents an expansion of the last square of the chronologically preceding time block, from which it will be appreciated that the representation of time intervals, from time block to time block, is approximately logarithmic, subject to modification of the scale due to the spiral form of the track.

In the course of play, each player moves his or her playing piece in accordance with the outcome of the random outcome means, and draws a question card corresponding to the kind of space on which his playing piece lands.

The question cards from which a question card is drawn in relation to landing upon a space within a particular time block relate to the era represented by that time block, and thus in the course of play the game presents questions to

players at least substantially in historical sequence and the board provides a visual presentation of the history of the world. The approximately logarithmic format is designed to assist people to visualise and recall what are normally considered to be complex time scales.

The questions relating to any particular point in time can include topics such as, for example, astronomy, geology, biology and anthropology, and/or, for more recent millennia, ancient history, modern history and current affairs including politics, art or music for example. The rules of the game are designed to ensure maximum participation by all players at all times and players are encouraged to use the information on the board to assist in answering questions.

All players start with their playing pieces on the space representing the beginning of time (10,000 million years ago) and the first player whose playing piece reaches the present day is the winner. For entertainment purposes each player is regarded as travelling through time in a "time machine" and two to thirty six players may participate.

In addition to the board 10, the playing pieces and the random outcome means, the apparatus in accordance with the invention comprises a variety of said question cards, a timer, a "reaction indicator" and a set of rules of play.

Referring to Figures 1 and 2, as already indicated the board 10 has a track 12 consisting of a number of "time blocks" set in a spiral format. Each time block is divided into 10 time "frames" or spaces, and an important feature is that where appropriate the last time frame of such a block is expanded to form the next time block. In preferred embodiments of the board, the colouring (not shown) of the board is significant and is intended to assist players in memorising time scales of events and an example of the manner in which the appropriate time blocks or frames may be coloured, so as to represent respective concepts and time scales is as follows, from which it will be appreciated that, for example, the last two time blocks on the board represent a departure from the general "factor of 10" scale difference, in that they respectively represent expansions, to a common

scale, of the last and last but one "frames" of the basic 1000 to 2000 A.D. time block, and the basic time blocks for 1000 to 2000 A.D., 0 to 1000 A.D., and 1000 B.C. to 0 are to a common scale:

<u>COLOUR</u>	<u>CONCEPT</u>	<u>TIME SCALES</u>
Dot clusters	Star formation	10000 million
Yellow	Earth cooling	1000 million
Orange	Earth cooling	100 million
Red	Earth cooling	10 million
Dark Brown	Earth cooling	1 million
Blue	Sea	100 thousand
Green	Grass	10 thousand
Light Brown	Corn	1 thousand B.C. to 0
Mauve	Clothes/Flags	0 to 1000 thousand A.D.
Purple	Clothes/Flags	1000 to 2000 thousand A.D.
Grey	Industrial	19th Century
Silver	High Technology	20th Century

An example of one of the "time blocks" namely the time block for the period from 1000 A.D. to 2000 A.D., is shown in Figure 2 together with adjacent frames.

At the 1000 A.D. end of said time block, there is provided a triangular "corner" which affords a connection to the preceding time block, which in this case is to a common scale to that illustrated in Figure 2. At other corners of the spiral track, intermediate time blocks of different scales, there are provided "black hole" frames, generally square or rectangular, down which a player will "fall" if his time machine (playing piece) lands on such a frame.

The outer portion of such time block is herein referred to as the "top" of the time block, and the radially inward region of each time block is herein referred to as the "side" of the time block.

In the course of play, it is preferred that players should move their playing pieces along the tops of the time blocks, on which there are provided a variety of labelling "bars" and words to convey information as to trends in world history, and said bars may be grouped by reason of geographical indication (e.g. Europe, Russia or the like or by topic e.g. art, technology or the like). The "frames" on the side of each time block conveniently bear further labels or helpful illustrations e.g. a map relevant to the time periods concerned.

The question cards (Figures 4, 5 and 6) which are preferably approximately the same size as traditional playing cards, are "dedicated" to particular time frames or blocks, and feature questions and answers on one side, and preferably pictures (not shown) on the reverse side. Said questions may be presented in the form of a series of questions of varying difficulty attributed respective point scores or other consequences according to whether a player's answer is correct or incorrect or the first to be received.

A suitable "timer" would be any device for measuring short time scales, for example of the order of up to a few minutes, and might for example be an egg timer of traditional sand-clock form, or any commonly available electronic timer, for setting players specific periods in which to answer.

The "reaction indicator" shown in Figure 3 identifies which player is allowed to answer a question, based upon his or her ability to react first and register that he or she wishes to answer a question. Thus, for example, when one player lands on a "time compression" frame, all players may have the option of indicating their willingness to answer the question on the card consequentially drawn by throwing respective coloured balls provided by the apparatus and allocated to the players into the "reaction indicator" shown in Figure 3. The reaction indicator of Figure 3 is in the form of a "racing chalice" being of a chalice shape and being provided to enable the players to race each other to answer the question. The racing chalice indicated is a shaped transparent object (e.g. of glass or transparent plastics material) having a bowl with an open bottom which is in communication with a hollow stem which supports the bowl. As soon

as any given player willing to submit an answer realises that he can answer the question, he throws his allocated coloured ball into the bowl, from which it enters the stem, and if more than one player does this in succession, for example if several players throw their coloured balls into the bowl either substantially simultaneously or in rapid succession, the ball subsequently found to lie lowermost in the stem indicates which players ball was the first to enter the bowl, and hence indicates the player who is entitled to answer the question.

It will be appreciated that an alternative reaction indicator for the apparatus could be of electronic form, with each player being provided with a respective push button, and electronic means being provided to ascertain which of the push buttons is the first to be pressed, and to indicate that determination to the players.

An example of rules of the game will now be given, on the assumption that dice, an egg timer (or the like) and said racing chalice are used, although it will be appreciated that any suitable substitutes for those items may be utilised.

RULES

All players start at the beginning of time (10000 million years ago) in their "time machines" (i.e. with their playing pieces at the inner end of the spiral track 12). By throwing dice and answering questions correctly, the players progress through time and the first player to reach the year 2000 A.D. is the winner.

To select which player will be the first to move his playing piece, all players roll the dice and the player with the highest score starts first. If two players tie, the dice is/are rolled again.

When a player lands on a frame requiring a question to be answered, the player to the right of the player concerned adopts the role of "questioner" and draws the relevant question card and puts the question or questions to the player who has landed on the frame concerned.

At the end of a player's turn, play passes to the player on his or her left.

The questioner asks questions from a question card relating to the time block or frame upon which the player being questioned is located. The timer may be used to ensure that questions are answered in a reasonable time.

The player answers questions on the card, accumulating points as indicated on the card.

If the player fails to answer a question correctly then another player (other than the questioner) may answer. In this way other players may accumulate points even though it is not their turn.

The player's turn ends when an incorrect answer is given or when there are no more questions on the card concerned.

In order to effect a move, a player must throw the dice and add the score on the dice to any score meanwhile accumulated in some other way, such as by virtue of points gained by answering questions outside his own turn, and then moves his playing piece forward by the number of time frames corresponding to the total score so accumulated.

If a player lands on a "time compression", "black hole" or "corner" this will affect his next turn as outlined below.

TIME COMPRESSIONS:

For some time blocks the last time frame is a different colour and subdivided into 10 parts. If the player's time machine lands on this time frame then it has travelled dangerously "fast" and this gives other players the opportunity to gain points as follows:

1. All except the current player position a coloured ball near or over the "racing chalice".
2. The current player sets the timer and reads from a time compression question card (Figure 6) and the or each other player drops a respective coloured ball in the chalice, when they feel that they know the answer. The "fastest" player to do this may answer the question, and the current player and the "fastest" player move their playing pieces or accumulate points as indicated by the question card.

BLACK HOLE:

When a player lands on a "black hole" his time machine has travelled too fast and by trying to break into the future he has lost control. The time machine is thus out of control and will fall back in time, but the player may save some points by answering a "difficult" black hole question correctly (Figure 5.) The player then moves his playing pieces as indicated by the black hole question card.

CORNER:

When a time machine lands on a "corner" it has merely "stalled" between two time frames as it changes millennium or century. The player will throw the dice to move on, but will not be allowed to answer any questions in this turn.

(END OF SPECIMEN RULES)

Referring next to Figure 7 of the drawings, the alternative "reaction indicator" illustrated is in the form of a revised "chalice" 100, generally analogous to that illustrated in Figure 3 but in which oppositely directed funnel-shaped receptacles are provided at its upper and lower ends, and in a stem portion 110 of the chalice 100 there is provided timing means in the form of a timer 120 of sand (or the like) - clock type. Thus, the revised chalice 100 provides a combined means of establishing a time interval within which an answer must be provided by one or more of the players, and of providing a receptacle (indeed two receptacles, for alternate use) into which players may throw their respective coloured balls or the like, for receipt in an order determining manner. In the revised chalice 100, the oppositely presented receptacles are provided at respective upper and lower ends of the stem portion 110, and the sand clock 120 in the stem is essentially vertically orientated when the chalice 100 is upright. Thus, starting from a moment at which all the sand is in that chamber of the sand clock which is at that time lowermost, simple inversion of the revised chalice 100 is effective to bring the originally downwardly-presented receptacle into an upwardly facing position and, at least substantially simultaneously and

automatically, to start the sand clock, thereby initiating a time interval, namely that required for the sand to fall from the now uppermost chamber of the clock into the now lowermost chamber of the clock, within which time interval players must attempt to answer a set question, the players throwing their respective coloured balls into the upwardly facing receptacle as soon as they arrive at their respective answers.

It will be appreciated that the reaction indicator means illustrated and described in relation to Figures 3 and 7 may be of utility in a wide range of board or other games and their provision or use is not restricted to the games described herein.

The alternative board layout 210 illustrated in Figure 8 is directly analogous in concept to the board layout 10 of Figure 1 except, in particular, for the adoption of an alternative generally polygonal geometry, in this example a generally hexagonal geometry, rather than the generally square/rectangular geometry of Figure 1, and provision of a fully expanded "eighteenth century" track segment (time block) providing greater detail of that century (and greater numbers of eighteenth century question cards being provided). Again, the important feature that some of the time blocks constitute expansions of the terminal space or spaces of an earlier time block is utilised in the revised board layout 210.

Referring next to Figures 9 to 11, although in general terms a game board on which a track may be marked may conveniently be provided from cardboard or like at least semi-rigid sheet material, owing to the intricate nature of the board markings in relation to the present game the board 10 or 210 (or any other board) may advantageously be provided in the form of a sheet 300 of cloth or other flexible sheet material, marked with the appropriate track markings, which sheet may conveniently be rolled up for storage in order to avoid, or reduce the risk of, creases. In the embodiment illustrated in Figures 9 to 11, which it is to be understood is also applicable to boards for games other than those described herein, the game board in the form of said sheet of flexible sheet

material is provided at its respective opposite edges 310, 320 with at least semi-rigid elongate edge members 330, 340 (e.g. of wood or plastics) and a pair of "transverse" elongate members 335 and 336, the member 335 being pivotally mounted, adjacent to one of its ends, on a transverse end portion of the member 340, and the member 336 being pivotally mounted in directly analogous manner on the member 330. The members 335 and 336 are pivotally movable, about those connections, between transverse operative positions (see Figure 9) in which they extend between the elongate edge members 330 and 340 to form a closed frame around said sheet in an opened-out configuration of the sheet, each member 335, 336 being releasably engagable, adjacent its end portion remote from its pivotal mounting, with the other of the members 330 and 340, as illustrated. When it is desired to store the board when not in use, said releasable connections are released and the transverse elongate members are pivoted to respective storage positions in which they lie close to and generally parallel to the respective edge members to which they are pivotally connected, and the board may then be rolled up around one or both of said parallel pairs of elongate members, for convenient storage. In the embodiment illustrated the members 330 and 340 are permanently adhered (or otherwise secured) to the game board and the aforesaid pivotal connections are afforded on a substantially permanent basis by respective pin members of a dowel-like character which permit at least comparatively free relative rotation. The releasable connections at the opposite ends of the members 335 and 336 when in an operative position are similarly provided by push-through pins, but with sufficient clearance to render those connections releasable. When the members 335 and 336 have been swung to the alternative positions shown in broken lines in Figure 9, for storage, such temporary pins may again be utilised, but this time to secure the free ends of the members 335 and 336 to the opposite ends of the members 340 and 330 respectively, in releasable manner.

On the back of the members 330 and 340 (see Figure 11) there are provided undercut key-hole shaped recesses 345 and 346, such as to accommodate

the head of a nail or screw, to allow the game board to be hung on a wall, essentially as a picture. The cavities are of sufficient size to alternatively allow a piece of string with a knot at each end to be used as a picture cord extending from a cavity in the member 330 to a cavity in the member 340. Two cavities are provided in each of the members 330 and 340, (although in principle only one such cavity is required in each) for manufacturing simplicity, as this enables the members 330 and 340 to be identical.

It is to be understood that said apparatus in accordance with the invention may also be provided or represented in electronic or electrical form, which will remain within the scope of the invention.

The features disclosed in the foregoing description, or the accompanying drawings, expressed in their specific forms or in terms of a means for performing the disclosed function, or a method or process for attaining the disclosed result, as appropriate, may, separately or in any combination of such features, be utilised for realising the invention in diverse forms thereof.

CLAIMS:

1. Apparatus for playing a game, the apparatus comprising means for providing a track marked or otherwise sub-divided into a plurality of areas (herein also referred to as "spaces" or "frames") at least some of which are representative of respective times or time intervals.

2. Apparatus according to Claim 1 wherein said areas, in relation to the times or time intervals represented thereby, are arranged at least substantially in chronological succession along the track.

3. Apparatus according to Claim 1 or Claim 2 wherein said track is marked or otherwise provided on a board or other playing surface of the apparatus.

4. Apparatus according to any one of the preceding claims wherein the track represents a period of time commencing at least substantially with the beginning of time.

5. Apparatus according to Claim 4 wherein said period extends at least substantially up to the present day.

6. Apparatus according to any one of Claims 1 to 3 wherein the track represents at least a substantial portion of the period from the beginning of time to the present day.

7. Apparatus according to any one of the preceding claims wherein the track is of at least generally spiral form.

8. Apparatus according to Claim 7 wherein the track is of generally polygonal spiral form.
9. Apparatus according to any one of the preceding claims wherein the track is sub-divided, along its length, into a plurality of "time blocks" each comprising a respective plurality of said spaces.
10. Apparatus according to Claim 9 wherein each block is representative of a respective era of history.
11. Apparatus according to Claim 9 or Claim 10 when directly or indirectly dependent on Claim 8 wherein said time blocks constitute respective at least generally rectilinear "runs" of said generally polygonal spiral.
12. Apparatus according to any one of Claims 9, 10 and 11 wherein, in relation to one or more of said time blocks, such time block is representative of a space of chronologically preceding time block, to an expanded scale.
13. Apparatus according to any one of the preceding claims wherein said times or time intervals are arranged along the track at least partly in a generally logarithmic manner.
14. Apparatus according to Claim 13 wherein said arrangement is such that relatively recent eras of time are represented to a comparatively large scale or scales, compared with eras in the past or distant past.
15. Apparatus according to any one of the preceding claims wherein the track is labelled such as to identify particular eras or events in history.

16. Apparatus according to any one of the preceding claims wherein said spaces are of various different kinds, resulting in different consequences in the event that a playing piece should land upon them.

17. Apparatus according to any of the preceding claims, further comprising random outcome means, to be thrown (or otherwise operated) by players in the course of play.

18. Apparatus according to Claim 17 wherein said random outcome means comprises a die or dice.

19. Apparatus according to Claim 17 or Claim 18 further comprising a plurality of playing pieces to be moved from space to space on the track at least partly in accordance with the outcome on the random outcome means.

20. Apparatus according to any one of the preceding claims comprising a selection of question cards to be drawn by players in the course of the game.

21. Apparatus according to Claim 20 where directly or indirectly dependant upon Claim 19 and Claim 16, wherein such question cards are of a number of distinct kinds, to be drawn in accordance with the respective kind of space on which a playing piece lands.

22. Apparatus according to any one of the preceding claims further comprising timing means, such as for limiting the amount of time allowed for players to answer questions.

23. Apparatus according to any one of the preceding claims further comprising reaction indicating means for determining and indicating, at least,

which of the players is fastest to indicate a willingness to offer an answer to a question posed to a number of players simultaneously.

24. Apparatus according to Claim 23 wherein said reaction indicating means is capable of determining and indicating the order of such indications.

25. Apparatus according to Claim 23 or Claim 24 where directly or indirectly dependent upon Claim 22, wherein such timing means and such reaction indicating means are incorporated in a single device.

26. Apparatus for playing a game, the apparatus comprising reaction indicating means for determining and indicating, at least, which of a plurality of players is the first to provide an input in response to a common simultaneous stimulus, the reaction indicating means comprising a receptacle into which players may throw or urge respective distinctive elements, and a collecting region in communication with the receptacle, and in which region the first said element to enter said region, or said elements sequentially, may be collected.

27. Apparatus according to Claim 26 wherein said elements are differently coloured balls.

28. Apparatus according to Claim 26 or Claim 27, wherein said receptacle is of generally chalice or funnel shape, with said collecting region being formed from an at least partially hollow stem portion thereof.

29. Apparatus according to any one of Claims 26 to 28 wherein timing means, such as for limiting the amount of time allowed for players to respond to such stimulus, is incorporated in the reaction indicating means.

30. Apparatus for playing a game, the apparatus comprising a game board in the form of a flexible sheet, respective elongate edge members of at least semi-rigid material being provided at opposite edges of said sheet, such that the sheet may be rolled around one or more of said edge members for storage, and transverse elongate members being provided, and being adapted to extend between said elongate edge members, to form an at least substantially closed frame around at least a major portion of said sheet in an opened-out configuration of the sheet.

31. Apparatus according to Claim 30 wherein each such transverse member is pivotally connected adjacent to one of its ends to a respective one of the edge members, for pivotal movement between an operative transverse position, and a storage position generally parallel to the respective edge member.

32. Apparatus according to Claim 31 wherein each such transverse member pivotally connected adjacent to one of its ends to a respective one of the edge members is releasably engagable, in its operative position, with the other edge member.

33. Apparatus in accordance with any one of the preceding claims, in electronic or electrical form, suitable for the playing of a computer or video game or games or the like.

34. Apparatus substantially as hereinbefore described with reference to and/or as illustrated in the accompanying drawings.

35. Any novel feature or novel combination of features described herewith and/or illustrated in the accompanying drawings.

Examiner's report to the Comptroller under
Section 17 (The Search Report)

Application number

9123199.3

Relevant Technical fields

(i) UK Cl (Edition K) A6H (H24A)

(ii) Int CL (Edition 5) A63F 3/04

Search Examiner

A T BLUNT

Databases (see over)

(i) UK Patent Office

(ii)

Date of Search

13 MAY 1992

Documents considered relevant following a search in respect of claims

1-25

Category (see over)	Identity of document and relevant passages	Relevant to claim(s)
X	US 4679797 (SHGRIN) Figures 1A, 1B	1-8, 15-19
X	"TRIVIAL PURSUIT" - (RTM)	1-25

Category	Identity of document and relevant passages	Relevant to claim(s)

Categories of documents

X: Document indicating lack of novelty or of inventive step.

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E: Patent document published on or after, but with priority date earlier than, the filing date of the present application.

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